
IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method of generating one of a plurality of display indicia on a gaming machine in synchronization with an adjacent gaming machine, the gaming machine including a display, ~~an emitter~~ a plurality of emitters, and a sensor ~~plurality of sensors~~, the method comprising:
detecting a first signal from ~~an~~ the emitter of the adjacent machine at one of the plurality of sensors wherein the one of the plurality of sensors is positioned proximally to ~~an~~ the emitter of the adjacent gaming machine[,]; and
in response to the first signal, generating the one of the plurality of display indicia on the display and emitting a second signal from one of the plurality of emitters, wherein the one of the plurality of display indicia is selected from the plurality of display indicia based on which of the plurality of sensors detects the first signal.
2. (Currently Amended) The method of claim 1, further including:
detecting a game-related event in a game executed on the gaming machine; and
in response to the game-related event, emitting the second signal from the one of the plurality of emitters.
3. (Currently Amended) The method of claim 2, further including in response to the game-related event, generating ~~either~~ another display indicia of the plurality of display indicia on the display.
4. (Original) The method of claim 2, wherein the game-related event is a bonus feature.
5. (Currently Amended) The method of claim 1, wherein the display includes a plurality of lamps, and wherein the step of generating the one of the plurality of display indicia includes sequentially flashing the lamps.

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6. (Currently Amended) The method of claim 1, wherein the first and second signals are light signals, the emitter being a light, the sensor being a photo sensor.
 7. (Currently Amended) The method of claim 1, wherein the display includes a video display, and wherein the step of generating the one of the plurality of display indicia includes displaying an image of a moving object.
 8. (Canceled)
 9. (Currently Amended) A method of synchronizing display indicia on a plurality of gaming machines including respective displays, the method comprising:
emitting a first light signal from ~~an~~ a light emitter on a first of the machines;
detecting the first light signal at a light sensor on a second of the machines adjacent to the first of the machines, the light sensor on the second of the machines being proximate to the light emitter on the first of the machines; and
in response to detecting the first light signal, generating display indicia on the display of the second of the machines and emitting a second light signal from an emitter on the second of the machines.
 10. (Currently Amended) The method of claim 9, further including:
detecting the second light signal at a light sensor on a third of the machines adjacent to the second of the machines, the light sensor on the third of the machines being proximate to the light emitter on the second of the machines; and
in response to detecting the second light signal, generating display indicia on the display of the third of the machines.
 11. (Currently Amended) A gaming machine for generating display indicia in synchronization with an adjacent gaming machine, the machine comprising:
a display;
~~an~~ a light emitter;
a light sensor for detecting a first light signal from the adjacent machine; and

- means, responsive to the first light signal, for generating the display indicia on the display and emitting a second light signal from the light emitter.
12. (Currently Amended) The machine of claim 11, further including means, responsive to a game- related event in a game executed on the machine, for emitting the second light signal from the light emitter.
13. (Original) The machine of claim 12, further including means, responsive to the game-related event, for generating other display indicia on the display.
14. (Original) The machine of claim 12, wherein the game-related event is a bonus feature.
15. (Original) The machine of claim 11, wherein the display includes a plurality of lamps, and wherein the generated display indicia include sequential flashing of the lamps.
16. (Canceled)
17. (Original) The machine of claim 11, wherein the display includes a video display, and wherein the generated display indicia include an image of a moving object.
18. (Currently Amended) The machine of claim 11, wherein the first light signal from the adjacent machine is emitted from ~~an~~ a light emitter on the adjacent machine, the light sensor being proximate to the light emitter on the adjacent machine.
19. (New) A gaming machine comprising:
a plurality of emitters, wherein the plurality of emitters is for emitting signals to a plurality of other gaming machines;
a plurality of sensors, wherein the plurality of sensors is for detecting signals from the plurality of other gaming machines; and
a display for displaying ones of a plurality of display indicia, wherein the ones of the plurality of display indicia can be selected for display based on which of the plurality of sensors detects a signal.

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20. (New) The gaming machine of claim 19, wherein the plurality of emitters includes a right emitter and a left emitter, and wherein the plurality of sensors includes a right sensor and a left sensor.
 21. (New) The gaming machine of claim 19, wherein the display includes a plurality of lamps, and wherein the ones of the plurality of display indicia include sequential flashing of the lamps.
 22. (New) The gaming machine of claim 21, wherein the plurality of sensors includes a right sensor and a left sensor, and wherein the sequential flashing of the lamps includes, if the right sensor detects a signal, a left-to-right mode; and if the left sensor detects a signal, a right-to-left mode.
 23. (New) The gaming machine of claim 19, wherein the ones of the plurality of display indicia can be selected for display based on a gaming event.
 24. (New) The gaming machine of claim 19, wherein the plurality of emitters include light emitters and the plurality of sensors include light sensors.